MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2017/2018

PCG0033 – COMPUTER GRAPHICS 3

(All sections / Groups)

6 MARCH 2018
9.00 a.m. - 11.00 a.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 5 pages with 23 Questions only.

2. Answer ALL objective questions in section 1. Choose **TWO** out of **THREE** questions in section 2.

3. Please write all your answers in the Answer Booklet provided.

Section 1 : Answer ALL Questions

1. In Animate CC, a keyframe that has no drawing in it is called _____?
   a. Blank Keyframe
   b. Keyframe per second
   c. Ruler
   d. Timeline

2. What does the abbreviation of FPS means?
   a. Frame Paused Sequence
   b. Flick Per Second
   c. Frame Per Second
   d. Frame Per Scene

3. What does Animate CC call a tool which can fill the inner color of a shape?
   a. Shape
   b. Blank Keyframe
   c. Keyframe
   d. Paint Bucket

4. What does Animate CC call a keyframe which has no drawing on it?
   a. Shape
   b. Blank Keyframe
   c. Reverse Keyframe
   d. Merged drawing

5. Which of these are the tools in Animate CC
   a. Pen, Pencil & Brush
   b. Shape, Keyframe & Sound
   c. Movie Clip, Graphic & Buttons
   d. Timeline, Group & Library

6. To animate text morphing, we convert the text to shape and use the _____ action in Animate CC.
   a. Ruler
   b. Shape Tween
   c. Convert to symbol
   d. Input Text

7. How to adjust the timing of the clips for your video project?
   a. Sequence > Render Entire Work Area
   b. Title > New Title > Default Still
   c. Import > Footage
   d. Clip > Speed/Duration

Continued...

8. When working with Animate CC, you can use _____ to transform one shape to another different shape.
   a. Guide Tween
   b. Shape Tween
   c. Motion Tween
   d. Classic Tween

9. In Animate CC, before we can use a Graphic Symbol. First we need to select the object and click the _____ action, and choose Graphic under the menu.
   e. Ruler
   a. Shape Tween
   b. Convert to symbol
   c. Input Text

10. In Adobe Premiere, _____ is where we mark "in" and "out" our footage before dragging it down to the video track.
    a. Timeline
    b. Source Window
    c. Tool Window
    d. Media Browser

11. In Animate CC, we keep all our imported files in _____.
    a. Library
    b. Edit Window
    c. Tools
    d. Action Script

12. In Adobe Premiere, the shortcut key for razor tool is _____.
    a. Alt
    b. B
    c. R
    d. F5

13. In Adobe Premiere, you want your title to "fade in" on top of a clip. What should you do?
    a. select the clip in the timeline, then set opacity keyframes in the Effects Control window
    b. select the title in the timeline, then set opacity keyframes in the Effects Control window
    c. select the clip in the timeline, then set the keyframes in the Color Correction window
    d. select the title in the timeline, then adjust at the Audio Control window

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14. In Adobe Premiere, which of the following determines the speed of a title?
    a. the length of the title in the Timeline window
    b. the X position and Y Position in the Title Window
    c. the amount of complex graphics in the title
    d. the font size used in the title

15. In Adobe Premiere, which setting in the Monitor window should you use to avoid your subtitle from being cropped out or out of framing?
    a. Export
    b. Safe Margins
    c. Set In and Out Points
    d. Video track

16. Time-lapse video is when shots are taken _____ and rendered as a movie.
    a. Sequentially
    b. Accidentally
    c. Abruptly
    d. Teleprompter

17. Before making a movie, a director will plan the shots on a _____
    a. Photoshop
    b. Storyboard
    c. Shot Planner
    d. Photoshop

18. When you are working at 25fps, Three minutes of an animation is _____
    a. 600 frames
    b. 2500 frames
    c. 150 frames
    d. 4500 frames

19. Which of the following is video compression?
    a. .tiff
    b. .psd
    c. .mpeg4
    d. .wav

20. When we are editing the video on its track, what should we do to avoid the sound from being cut-off on the audio track?
    a. Save the file
    b. Lock the layer
    c. Unlink the audio
    d. Create keyframe

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Section 2 : Choose only TWO out of the three questions.

Question 1 (10 marks)

Lens-based Media is a new term focusing on photography, animation and video and the full range of contemporary cinematic forms as a single expanded field. Why do you need to learn Lens-based Media in Computer Graphic 3?

Question 2 (10 marks)

As a multimedia student, you have learned the process of making movies. The technology has become useful and easy for people to produce movies. In your professional point of view, which platform is better, the new breed online movies like Youtube or Cinema? In an essay, please explain why?

Question 3 (10 marks)

Explain the process of creating Hyper-Lapse movie, from the beginning.

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